AMENDMENTS TO THE CLAIMS

Please amend Claims 1, 3, 9, 11, 12, 17, 20, 21, 23 and 31 as indicated below.

Please cancel Claims 19, 22, and 24-30.

1.   (Currently Amended) A method for synchronizing media files, comprising:

receiving a streaming media file;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a time marker to be stored outside of the streaming media file; and

associating the static media file with the time marker and the streaming media file in an output file.

2.   (Original) The method of claim 1, further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

3.   (Currently Amended) The method of claim 1, further comprising generating a wherein the time marker [[that]] indicates a quantity of time that has elapsed.

4.   (Original) The method of claim 3, wherein the quantity of time is measured between a first point in time, relating to when the streaming output was started, and a second point in time, relating to when the user input was received.

5.   (Original) The method of claim 1, further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

6.   (Original) The method of claim 1, wherein the streaming media file is selected from the group consisting of video data files, and audio data files.

7.   (Original) The method of claim 1, wherein the streaming output is selected from the group consisting of streaming video and streaming audio.

8.   (Original) The method of claim 1, wherein the static media file is selected from the group consisting of graphic data files, text data files, and non-streaming animation files.

9.   (Currently Amended)A computer-readable medium having stored therein one or more sequences of instructions for synchronizing media files, the one or more sequences of instructions causing one or more processors to perform a number of acts, said acts comprising:

receiving a streaming media file;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for [[a]] at least one time marker upon receiving an input, wherein the time marker is stored outside of the streaming media file; and

associating the static media file with the time marker and the streaming media file in an output file.

10. (Original) The computer readable medium of claim 9, the method further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

11. (Currently amended) The computer readable medium of claim 9, the method further comprising generating a wherein the time marker [[that]] indicates a quantity of time that has elapsed.

12. (Currently Amended) The computer readable medium of claim [[9]] 11, wherein the quantity of time is measured between a first point in time, relating to when the streaming output was started, and a second point in time, relating to when the user input was received.

13. (Original) The computer readable medium of claim 9, the method further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

14. (Original) The computer readable medium of claim 9, wherein the streaming media file is selected from the group consisting of video data files and audio data files.

15. (Original) The computer readable medium of claim 9, wherein the streaming output is selected from the group consisting of streaming video and streaming audio.

16. (Original) The computer readable medium of claim 9, wherein the static media file is selected from the group consisting of graphic data files, text data files, and non-streaming animation files.

17. (Currently Amended) A method for synchronizing media files, comprising:

receiving a streaming media file that comprises a series of frames, each frame having a unique address;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a sync frame;

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storing the unique address of the sync frame in a content definition file outside of the streaming media file; and

associating the static media file with the sync frame and the streaming media file in ~~an output~~ the content definition file.

18.   (Original) The method of claim 17, further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

19.   (Cancelled)

20.   (Currently Amended) The method of claim 17, further comprising displaying the streaming output synchronized with one or more static media files based upon ~~one or more associations in the output~~ the content definition file.

21.   (Currently Amended) A computer-readable medium having stored therein one or more sequences of instructions for synchronizing media files, the one or more sequences of instructions causing one or more processors to perform a number of acts, said acts comprising:

receiving a streaming media file that comprises a series of frames, each frame having a unique address;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a sync frame upon receiving an input, wherein the sync frame is stored outside of the streaming media file; and

associating the static media file with the sync frame and the streaming media file in an output file.

22.   (Cancelled)

23.   (Currently Amended) The computer readable medium of claim 21, the method further comprising identifying [[a]] the sync frame that comprises a frame of the streaming media file corresponding to the point in the streaming output designated by the user input.

24.   (Cancelled)

25.   (Cancelled)

26.   (Cancelled)

27.   (Cancelled)

28.   (Cancelled)

29.   (Cancelled)

30.   (Cancelled)

31.   (Currently Amended)A computer system for synchronizing media files, comprising:

a computer that comprises:

a processor;

a main memory communicatively coupled to the processor; and

a storage device communicatively coupled to the processor;

a database running on the computer from the main memory, the database comprising:

one or more data structures relating to one or more streaming media files stored in the storage device; and

one or more data structures relating to one or more static media files stored in the storage device; and

an application program coupled to the database and configured to support a user, the application program configured to:

produce a streaming output from a first streaming media file selected from the one or more streaming media files;

query [[a]] the first streaming media file for a ~~time marker~~ synchronization point upon receiving an input, wherein the synchronization point is stored outside of the streaming media file; and

associate the static media file with the synchronization point ~~time marker~~ and the streaming media file in ~~an output~~ a content definition file.

32.   (New) A method of presenting a computer-based synchronized mixed-media presentation, comprising:

receiving at least one static media file and at least one streaming media file;

producing at least one streaming media file synchronization point external to the streaming media file upon receiving an input by a user;

creating a content definition file to associate the static media file with the streaming media file using the at least one synchronization point; and

using the content definition file to present a presentation.

33.   (New) The method of Claim 32, wherein producing the synchronization points comprises producing a plurality of time markers.

34.   (New) The method of Claim 32, wherein producing the synchronization points comprises producing a plurality of sync frame addresses.

35.   (New) The method of Claim 32, wherein the presentation is on a local medium.

36.   (New) The method of Claim 32, wherein the presentation is on a network server.

37.   (New) The method of Claim 32, wherein creating a content definition file comprises creating an extensible mark-up language (XML) file.

38.   (New) The method of Claim 32, wherein creating the XML file comprises::

providing an address of the streaming media file;

providing access to the static media file; and

providing the synchronization points to coordinate displaying the static media file with the streaming media file.

39.   (New) The method of Claim 32, wherein receiving at least one streaming media file comprises receiving a streaming media file in a plurality of computer-readable formats.

40.   (New) The method of Claim 32, wherein receiving at least one static media file comprises receiving a static media file in a plurality of computer-readable formats.